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[Yookun Cho](#), [Yong Wan Koo](#), [Roger L. Wainwright](#), [Hisham M. Haddad](#), [Sung Y. Shin](#)
March **SAC '07: Proceedings of the 2007 ACM symposium on Applied computing**
2007

Publisher: ACM

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On behalf of the Organization Committee, it is our pleasure to welcome you to the 22nd Annual ACM Symposium on Applied Computing (SAC 2007). This year, the conference is hosted by Seoul National University and Suwon University in Gyeonggi-do, Korea. ...

2 [Summarizing scientific articles: experiments with relevance and rhetorical status](#)

[Simone Teufel](#), [Marc Moens](#)

December **Computational Linguistics**, Volume 28 Issue 4
2002

Publisher: MIT Press

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January **SIGCOMM Computer Communication Review**
2005

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December **Computers in Entertainment (CIE)**, Volume 6 Issue 4
2008

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This article aims to provide guidelines for artists during the planning stages of game-level design and production that will anticipate an optimal balancing point between rich graphical content and sufficiently fast frame rates. To achieve this end, ...

Keywords: Game-level design and production, data optimization methods, occlusion systems, planning strategies

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